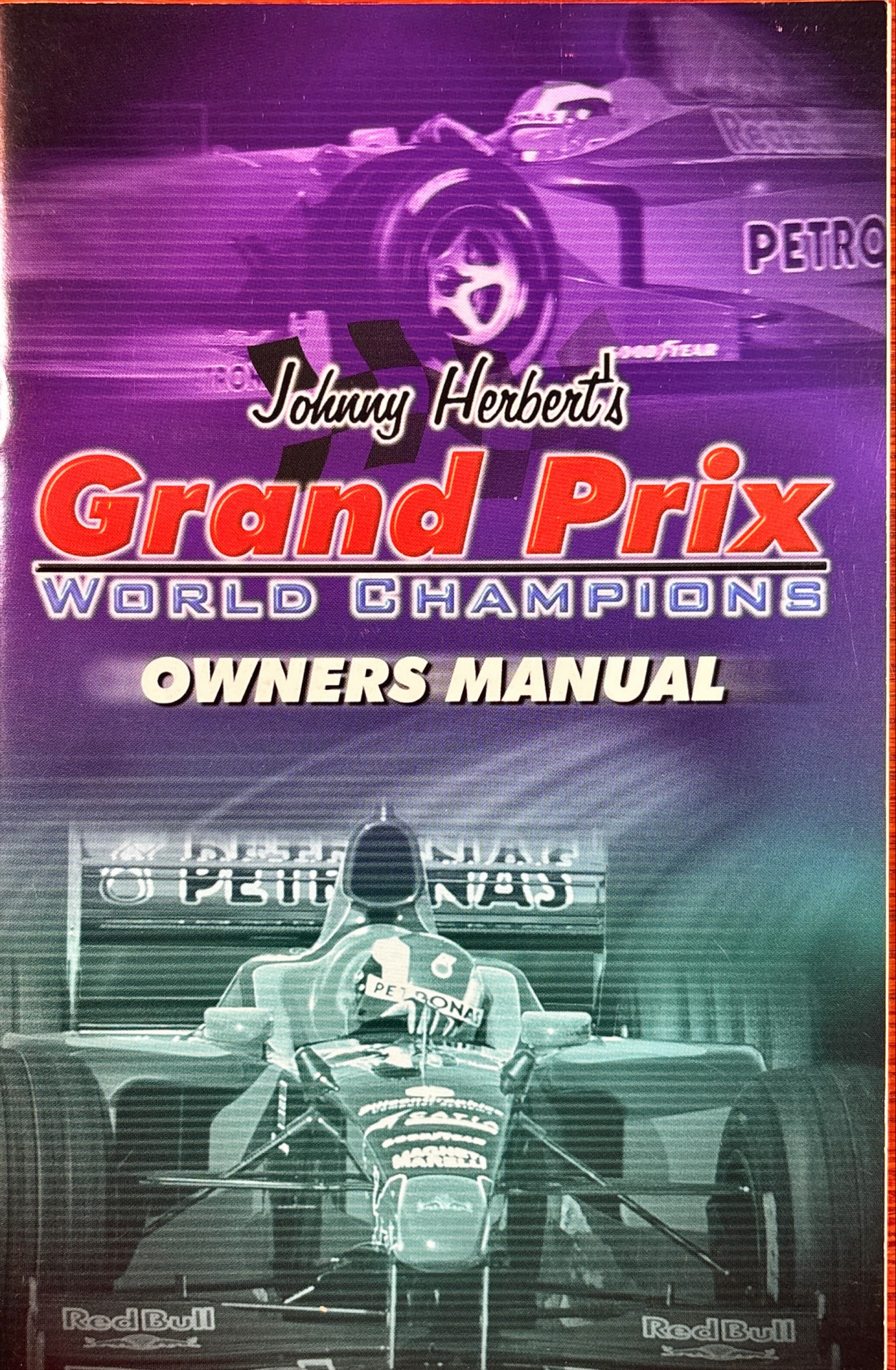
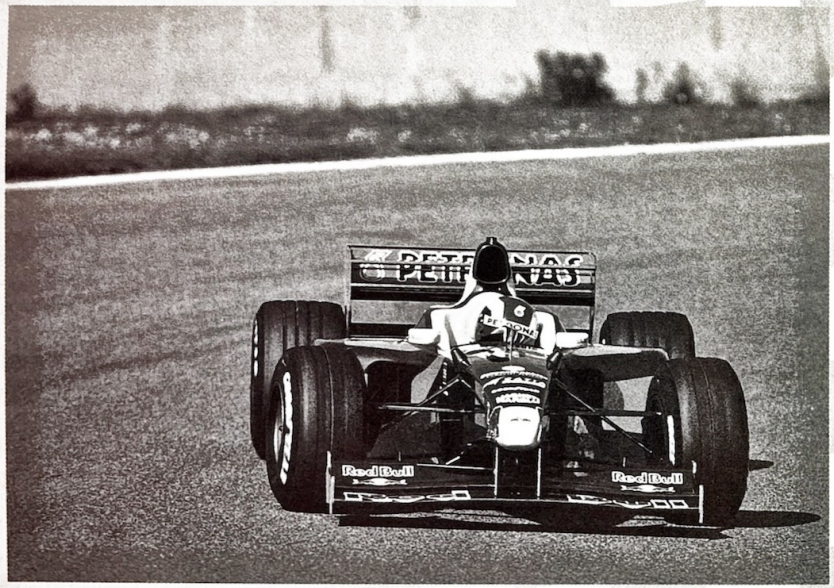

Johnny Herbert's
Grand Prix
WORLD CHAMPIONS
OWNERS MANUAL
Red Bull
Red Bull



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OPERATING PRECAUTIONS FOR CD-ROM

1. EPILEPSY WARNING:
Please read before using any computer game or allowing your children to use it.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns and backgrounds on a television screen or while playing computer games. Certain conditions may induce undetected epileptic symptoms even in persons who have no previous history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions - IMMEDIATELY DISCONTINUE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

2. Do not damage or soil the CD-ROM, be careful not to scratch the CD-ROM.

3. Do not write or attach stickers to the CD-ROM.

4. When storing, put the CD-ROM back in the original case and keep it away from places of high temperature or high humidity.

5. When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently. Do not use thinners, benzine or other petroleum based products.

6. This CD-ROM is intended for computer software use only. Do not attempt to play on conventional audio cd players as it may damage speakers or headphones.

7. Please read any README or TXT documents present on the CD-ROM. These documents contain important information.

WARRANTY LIMITATIONS

The CD-ROM included with this product is guaranteed to be in correct working order. It is the purchasers responsibility to prevent infection of this product with a virus. Intense Entertainment Interactive will replace, free of charge, any CD-ROM(s) which have manufacturing or duplication defects. This CD-ROM should be returned to Intense Entertainment for immediate replacement.

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GRAND PRIX WORLD CHAMPIONS 1998 is the most realistic and up to date 3D racing game yet, the ultimate experience for Formula 1 fans. Your ultimate aim, at the end of the 15 Grand Prix races, is to win the drivers championship and become the World Champion for 1998. World Championship, Single Race and Training Modes are included, with varying levels of difficulty ranging from ROOKIE (a simplistic approach with many features disabled) through to ACE (the ultimate challenge). The accurate car simulation model is developed in association with the world famous Grand Prix driver JOHNNY HERBERT. Stunning 3D graphics, superb sound, realistic pitstops, workshop facilities, crashes with cumulative damage controls and totals make this game a new benchmark for Grand Prix racing games.

GAME INSTALLATION

Insert the CD-ROM into your drive. The installation shield should run automatically within a few seconds. If not, double click on your CD-ROM icon or open your CD-ROM (in your My Computer folder) and double click on the setup.exe program. Follow the on-screen instructions to install GRAND PRIX WORLD CHAMPIONS 1998.
When installation is complete the simulation will run.
You will need to have Direct X Version 5.0 or higher installed. If not, you can install this automatically from the CD. Also, ensure that you have the latest drivers for your video card. If not, and you have access to the Internet, then go to the website of your card's manufacturer. Alternatively, use the drivers supplied on this CD if you have any problems. If you do not have the latest drivers, you will typically get a black screen in-game with only the panel displayed. You will hear the sound effects and be able to rev your engine. If this happens, you will need the new drivers.

QUICKSTART INSTRUCTIONS

First go to the MAIN MENU and choose the CONTROLLER option. You can now make a selection between joystick, joypad, mouse, keyboard or steering wheel.
If your selection is an analogue joystick or steering wheel, you should ensure that your chosen controller is already calibrated under windows in the control panel. You can then assign the various buttons by simply highlighting the various menu bars and press the ESCape key.

The default setup for your controller is as follows:

-Forward / Foot Pedal 1	to accelerate
-Left & Right	to steer
-Back / Foot Pedal 2	to brake
-The Buttons	to change up / change down / rear view / assign pit in button

The default keys for the KEYBOARD are as follows:

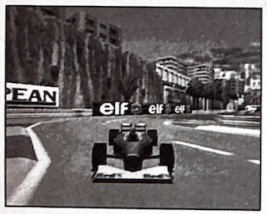
-Steer	< >	-Accelerate	A
-Brake	Z	-Gear Up	P
-Gear Down	L	-Rear View	M
-Pit In	X (to be used to make in-game tire choices before pitting, and to stop the refuelling process.)		

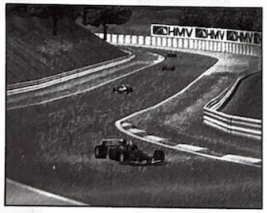
It is possible to use one button for both gear up and gear down (for controllers with only one button) by selecting the same button for both functions. When you press the button while accelerating, the gear will increment, and when you press it while decelerating, the gear will decrement.
After your controller selection has been made, select START RACE to enter directly into a race weekend in ROOKIE mode over 3 laps using the default setup, however you will automatically begin at the back of the grid. To gain a better position on the grid it is advisable to practice with START PRACTICE first, then select the START QUALIFICATION option to try and get a good lap time. The faster your lap time, the better your place on the starting grid.
NB - automatic braking is switched on as a default for your first race. This can be turned off by using the function key F4.
If you find that the controller is too sensitive, try adjusting the STEERING LINEARITY in-game. This changes the relationship between the steering input (joystick left/right) and output (front wheel movement). To adjust the steering linearity value whilst in-game press the (+) key on the number pad (on the far right of the keyboard) to increase and the (-) key to reduce it. The new value is displayed at the bottom of the screen and is saved automatically. A value of zero gives a linear relationship, with 100 giving the minimum sensitivity. (The default setting is zero.)

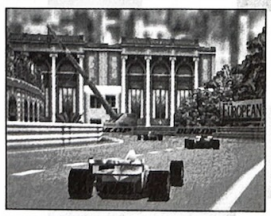
GAME KEYS

In game, certain keys provide additional features and shortcuts to help you in the simulation. A message will appear at the bottom of the screen telling you whether the option is on or off. When on, it's symbol will be displayed on the right hand side of the screen. The in game keys are as follows:

-SPACE BAR	PAUSE (accesses pause menu)
-F1	ON SCREEN HELP on or off
-F2	RACING LINE on or off
-F3	STEERING ASSIST on or off
-F4	BRAKING ASSIST on or off
-F5	MANUAL / AUTOMATIC BOX CHOSEN
-F8	CYCLE INFORMATION MODES
-F9	DECREASES NUMBER OF RENDERED TRACK SECTIONS
-F10	INCREASES NUMBER OF RENDERED TRACK SECTIONS
-F11	CYCLE TO CAR AHEAD
-F12	CYCLE TO CAR BEHIND
-NUMERIC PAD 0	CYCLE VIEWS OF CAR
-NUMERIC PAD DOWN ARROW	COCKPIT VIEW / REAR CHASE VIEW
-NUMERIC PAD +/-	INCREASE / DECREASE STEERING LINEARITY







FULL GAME INSTRUCTIONS

There are 3 different game options to select from, TRAINING, WEEKEND RACE and CHAMPIONSHIP SEASON.

TRAINING MODE

The TRAINER mode enables the player to learn the tracks easily and quickly. In this mode, the player will have to follow a computer controlled driver around the circuit trying to maintain a fixed distance. It is also a good idea to enable the racing line (F2), braking assistance (F4) and onscreen help (F1) whilst learning, as well as starting out with an easy difficulty level (see REALISM). As you improve, you can try turning these driver aids off. If you drop too far behind or crash, the trainer will wait for you to catch up. Try not to overtake the trainer but drive as close as possible observing braking and acceleration points around each circuit. Also pay close attention to the gear selection in the corners, this will prove helpful when racing in MANUAL gear mode. If the trainer is proving too easy to pass, then you can select a higher difficulty level. Remember, ACE is the top level and at this setting you can not afford to make any mistakes.

WEEKEND RACE

To have a quick race click on GAME SETUP in the main menu and then click on the GAME TYPE: RACE WEEKEND check box. Choose which track you would like to race by clicking on the TRACK SELECTION buttons.
To select the level of your opposition click on the REALISM menu. Click on the difficulty setting, selecting your preferred ability; ROOKIE is a good choice to start with. You can now choose between PRACTICE, QUALIFY or RACE.

Choosing the PRACTICE option allows you to get to know all the different tracks without competing against other cars. On each track there is up to 100 laps available for practicing, during which it is possible to tune the setup of your car to suit each track individually. Practicing is started from the last corner before the START-FINISH straight. It is recommended that you turn on the Braking Assistance (F4). The Braking symbol should appear on the right side of the screen, if it does not then press F4 again. To start with, it is a good idea to ensure that you have Automatic gears selected, to check this press F5 and 'AUTOMATIC GEARS CHOSEN' should appear at the bottom of the screen. If it does not, press F5 again until it does. To help you further, you should press F2 to turn the racing line on. This offers the best route around the circuit and is represented by a dashed line on the racing surface.
The split times displayed on the screen show your times compared to your best and last lap that you have driven. You may wish to alter the set up of your car by using the in-game workshop. This is accessed from the PAUSE menu (press SPACE) by clicking on the WORKSHOP or by pressing the shortcut key W.
During a Practice, you can access the WORKSHOP from any point on the circuit and effect changes immediately, however in QUALIFY or RACE modes you can only access the WORKSHOP if you are stationary in the pit lane in the marked area for your car. For more information about the workshop, look at the car set up section later in the manual.

Once you have learned a track well enough, press SPACE and then ESCape to return to the main menu. Now you can select QUALIFY or enter directly into a RACE. To win races on the higher difficulty settings you will have to qualify before racing, otherwise you will start at the back of the grid.
If you have a good qualifying time, you will have a much higher grid position when you start the race, which will give you a much better chance of actually winning the race..
You need to tune your car right to get the best performance during qualifying. Typically you will reduce fuel to a minimum, select soft tires, reduce downforce on the wings, and maybe even move the brakes balance back (see WORKSHOP). Each player has 6 qualifying laps consisting of an 'out lap' a 'fast lap' and an 'in lap'. The player has a limited time of fifteen minutes during each qualification, with the fastest driver being awarded Pole Position. If you manage to set a good time early on in the qualifying session, the other drivers will try hard to beat you. Tactics play an important part, so save your best laps till late in the session. When you have completed all available qualifying laps, or when you are happy with your time, return to the pits. You may enter the pits whenever you want. It is advisable to enter the pits if you have made a good time. Wait in the pits and watch the other cars (use F11 / F12), you can then go out again if they do manage to beat your time. All computer drivers will also race during qualification to set their grid places and if a player does not try to qualify, he will be placed last on the grid. If a driver decides to quit qualifying early, the other drivers times are calculated and the final grid positions are displayed along with the player's qualifying position.

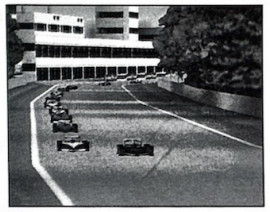
Note: You may only have one qualifying session per race weekend. If you are in WEEKEND RACE mode and you want to qualify again without racing, go back to the GAME SETUP menu and click the GAME TYPE setting to a different mode and then go back to WEEKEND RACE. You may now qualify again.

Once you have qualified, you are now ready to race. It is very important before the race begins that you decide your tactics and especially your fuel/pitstop strategy. If it is a short race (up to 5 laps), make sure you do not have too much fuel. On a longer race you need to decide how often you want to stop, select the tires and fuel to match your decision. The computer controlled cars will run their own strategy and will come in and out of the pits during the race respective to the race length and difficulty settings. You can choose to race by pressing the RACE button on the main menu.
After loading in the track, you will find yourself on the grid in your qualifying position. Wait for the start lights to light up one after the other and then go out. These are repeated in the top left corner of the screen as appearing under the start/finish gantry at the start line. If you pull away before the lights have gone out you will receive a penalty (see JUMP START penalty). The car can be revved in neutral and first gear can then be engaged to pull away quickly. Be careful not to wheelspin or you will not only lose time but you will also damage your tires at the very start of the race.
The other cars will race with each other and make it difficult for you to overtake. Remember that your opponents will try and get to the racing line through each corner before you. You will not be able to go as fast around the inside and outsides of corners as you would if you followed the racing line and the opposition drivers will take advantage of this. If you quit the race early (by pressing SPACE then ESCape) you will get the RACE FINISH screen. There will be a short delay before returning to the front end as the race is finished in accelerated time. You may wish to quit this RACE FINISH screen by pressing ESCape but you will lose all the results. You can not do this in CHAMPIONSHIP mode.

REPLAYS

At the end of the race you will be shown a full replay of the race. An instant replay can also be accessed by using the SPACE BAR at any moment during the game. The player can access the REPLAY mode via the PAUSE menu by pressing R.
The camera will automatically switch to the best view available whilst replaying the entire race / practice in full up to the point of pausing. At the end of a race you will be shown a replay of your entire race. If you wish to control the camera yourself simply cycle through the possible views by repeatedly pressing the 0 key on the numeric key pad.
To stop the replay press the SPACE BAR. This returns the player to the PAUSE menu, then by pressing the SPACE BAR the game can be resumed.

CHAMPIONSHIP MODE



In the CHAMPIONSHIP MODE the player has to race all 15 different tracks in turn. A multi player option is also available in championship mode.
Before starting the qualification, you can enter a practice session to learn the track and go to the workshop to experiment with various setups for your car, in order to optimize performance. Before each race starts as in a RACE WEEKEND, each player has 6 qualifying laps to achieve a fast time. You can then race for points which are added to your points total.
The number of laps of the actual race can be selected from 3, 5, or 10 laps up to the full race duration of approximately 250Km.
As before,. you must select the difficulty level before starting a season, and this cannot be changed for the duration of the championship. If you do wish to change the difficulty level you must select the ABANDON CHAMPIONSHIP button from the main menu. The artificial intelligence of the computer cars will take into account the length of the race where tire choices and fuel consumption are concerned.

Points are awarded to the player based on the actual finishing position:

1ST - 12 2ND - 8 3RD - 6 4TH - 4 5TH - 2 6TH - 1

The points awarded in the Drivers Championship are totalled up after each race and the driver is shown the race results along with his present position in the championship.
A player can view the details of the current championship at any time by clicking on one of the following:

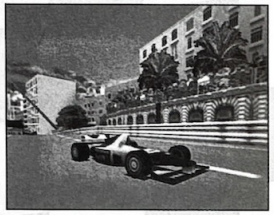
View Championship Standings - This shows the current league table.
View Grid Positions - After you have qualified, this shows the order of the grid and the lap times.
View Last Race Results - This shows the finishing positions and the scores from the last race.

The champion of the season is the driver with the most points at the end of the 15 races. If there is a tie, the winner will be the driver who has won the most races. At the end of each race, the season status is automatically saved to your hard disk, enabling the player to continue the championship after quitting the game.

JUMP STARTS AND THE STOP-START PENALTY

If you move away at the start of the race before the start lights have gone out, you will get a JUMP START penalty. You will be informed of this with a message at the bottom of the screen. You must clear this penalty or you will lose your results. You can also get a penalty for speeding in the pit lane (>70mph) or for other misdemeanors. When you get a penalty a 10 second marker will flash to the right of the screen. You must come into the pits and stop for ten seconds with your car in neutral, or your results will be nulled. To turn penalties off go to the REALISM menu and click the OFF button for PENALTIES.

TRACKS



There are 15 different tracks from around the world modeled in high detail:

AUSTRIA - AUSTRALIA - ARGENTINA - BELGIUM - CANADA - CHINA - ENGLAND - GERMANY - HUNGARY - ITALY - JAPAN - MONACO - PORTUGAL - SAN MARINO - SPAIN.

ONLINE HELP

The following online help is available using your keyboard:

ON SCREEN HELP F1

The ON SCREEN HELP tells the driver if he is going too slow (or fast), and also indicates which way the next corner is by displaying a right or left arrow.

RACING LINE F2

The RACING LINE is displayed as a dashed line on the surface, the best racing line can sometimes depend on the driver, the car and of course the track. A racing car must take a bend or a series of bends at maximum possible speed and reduce the shape of the corner to its minimum possible angle. A driver must try to use all the available space on the track, even the curbs and the run off area on the edge of the tarmac.

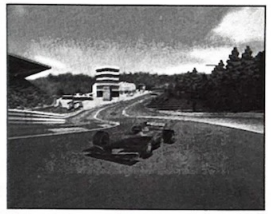
AUTOBRAKING F4

The AUTOBRAKING function automatically applies the brakes before the corners. To get the best lap times make sure this function is turned off. The best Grand Prix drivers try to keep their foot down as long as possible on the accelerator, when they get to a corner, they will wait for the last moment before braking. The driver will then brake as hard as possible over the shortest distance.

WORKSHOP FACILITIES

To access the WORKSHOP either do so in the front end before you race (MAIN MENU) or during a Practice / Qualifying session. In Practice mode, you can access the Workshop at any time, but in Qualifying you must be stationary in the pit designated area in neutral gear. To access the Workshop press SPACE then select Workshop from the pause menu. You can alter settings for any track individually or ALL so that one setting applies to all tracks. These settings are saved automatically. Settings include, gear type and differential, wing settings, tire choice, brake balance, steering lock and fuel load. Also, by clicking on Player 1, you can edit the name to the name the user will be known as in the game.

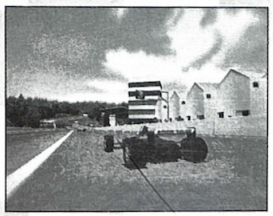
WING SETTINGS



The wings are very important on a racing car as they actually push the car down on the track. This achieves more grip and less roll giving better control in the corners, but less speed on the straights because of more drag.
The balance of the front and rear wings also help to determine how the car corners, in terms of oversteer and understeer. If you have too much front wing compared to rear wing the car will oversteer, whereas too much rear wing compared to front wing will make the car understeer. A good balance is needed for each individual track, the car must have enough grip on the corners, without slowing the engine too much. It is advisable to use the standard default wing settings in the beginning, the handling characteristics are fairly neutral. When you have more experience you can experiment by adjusting the wing settings in the workshop. For a speedy circuit reduce the wings (lower the values by clicking the (-) key), for a difficult circuit with lots of twists increase the wings for better handling (increase the values by clicking the (+) key). Plenty of practice will give you a better idea of which settings will suit each track the best.

TIRE SELECTION

To effect tire selection, Tire wear must be turned on in the Realism menu. If Tire wear is off, you automatically use hard tires by default.
The choice of tires is influenced by the track surface, the number and type of corners and pitstop strategy. For a fast circuit the driver will select a hard tire compound, whereas on a track with lots of twists a softer compound will be chosen. The tire choice is also dependent on the fuel strategy - less fuel makes the car run lighter but means you will need to pit early, therefore you may choose softer tires to last until the pitstop for re-fuelling. The time lost pitting must be weighed against the time gained by using softer tires. At pitstops, the player can change tire type. The default setting is the HARD tire.



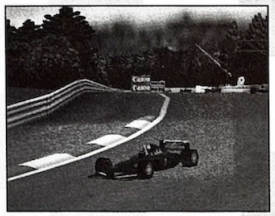
There are 3 different tire types available: SOFT, MEDIUM and HARD.

SOFT — These tires will give you the maximum grip but have the shortest life span. They will be used for qualification, short races, or for a late pitstop near the end of the race.

MEDIUM — These tires do not provide the same level of grip as SOFT tires but are more durable. These tires will typically last about one third of full race distance. If these tires are chosen you are likely to require two pitstops in a full race.

HARD — These tires give maximum life but minimum grip and will be used for long races with one pitstop (depending on your driving style).

BRAKE BALANCE



Racing cars have a low sense of gravity, centered just behind the driver. When you brake hard at high speeds, the weight shifts onto the front of the car. You need to make sure the brakes are properly balanced to cope with the shifting of this weight when braking to slow down. You need to change the braking balance of your car by changing the way the front and rear brakes are applied.
When going into a turn, an experienced driver brakes as hard as he can without skidding. At the exact point he has to turn in, he will make sure the car has reached the target speed. This means that the driver will have maximum grip, stability and most importantly, maximum cornering speed without the need to brake while turning. Otherwise the car will lose stability, sometimes making the rear wheels lock and as the back of the car starts to come round, the car will oversteer. The driver then has to be very quick, stop braking, steer into the skid, and try to regain control before the car skids off the track. Sometimes it is possible to lock up 1, 2 or 4 wheels if you brake to hard in a given situation. You must adjust your brakes to get maximum stopping power with maximum stability to avoid this problem. To counter this, a pressure relief valve is included to balance the front and rear braking effort. It is always better to have more brake bias at the front than at the rear. As you become better and better, and your experience grows, you can brake later and later for the corners, or even brake while cornering, powersliding out through the bend, but remember, watch out for your tire wear.

STEERING LOCK

The STEERING LOCK controls the maximum lock that the front wheels can be turned, this affects the overall sensitivity of your steering control. Tight circuits need higher locks, at a high setting your car will be highly responsive to your steering control. At a low setting, the car will be less sensitive to your steering control. The lock is displayed in degrees.
The STEERING LINEARITY/TYPE controls the ratio between controller inputs and steering inputs to the model. Higher values will distort the straight line, simulating increased pressure from the steering wheel as you approach full lock. A value of 0, gives a one to one relationship.

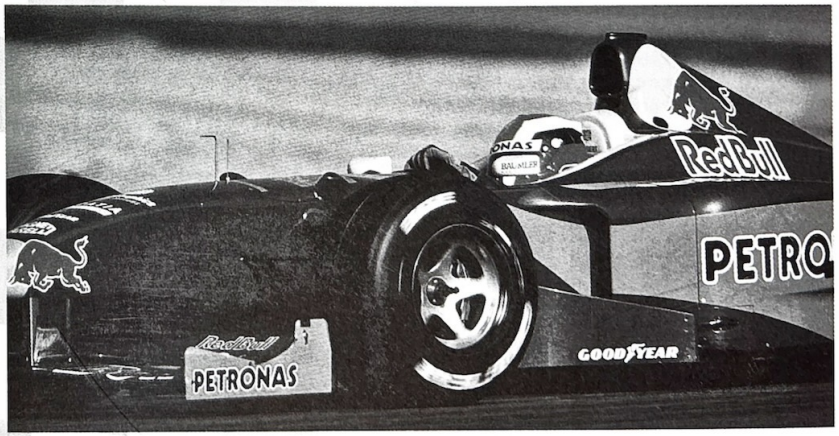
FUEL LOAD

The amount of fuel needed for a race depends on a number of factors including the drivers style or the length of the track. You should put in as little fuel as possible to complete a race, and the bare minimum when you are trying to qualify. For a typical track, approximately 25 liters of fuel is good for 5 laps. The fuel amount required also has to be balanced against tire type selected and the number of planned pitstops. For example, you do not want a situation where your tires are worn forcing you into the pits while your fuel tank is still half full. On the higher levels, a good fuel strategy can gain valuable track position after pitstops are made.

DIFFERENTIAL: GEAR SETTINGS

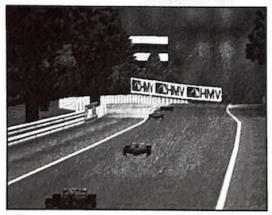
The GEAR MODE is used to select auto or manual gear changes, the default mode is automatic. The GEAR DIFFERENTIALS can be adjusted in the box. There are many combinations to choose from here and your final choice will be based upon your knowledge of the circuit you are racing, so plenty of practice is required to get maximum speed matched with maximum revs. Higher ratios give better top speeds but slower acceleration and vice versa. You must set the gear differentials of your gear box to suit each circuit. This is usually done by setting the 6th gear for the fastest possible speed along the longest straight, then setting the lower gear for the slowest corner, the rest of the gears are set in between these two. If you find that you are running out of revs on the fastest straights and could go faster with a higher gearbox, then change to a higher final drive ratio. If on the other hand you are having trouble accelerating out of slow corners and you have plenty of revs left on the fastest straights, drop the gearing by using a lower final drive.
When you are satisfied that the overall range of the box is suitable for that particular circuit you can fine tune each gear for the most important corners by clicking on the check boxes next to each gear.

When you leave the Workshop, the set up is saved for each track. At each subsequent visit to a circuit, the car will automatically have the settings you previously used.



PITSTOP FACILITIES

If for any reason you need to make a pitstop because your car is damaged, or you are low on fuel, or have worn tires, just drive into the pitlane. Once in the pitlane, the pit crew will automatically do whatever work is necessary, such as repair damaged nose cone/wing, change tires and re-fuel.
Each player has the right to choose the tire type he starts the race with, and the choice to change his tires when he makes a pitstop. If you want to change your tires you can select the tire type you want before entering the pits by pressing your pit button (see QUICK START INSTRUCTIONS). Pressing this button once will bring up an information panel at the bottom of the screen displaying the tires that you are using. By pressing this button, you can cycle to the other available options until you return to your current tire type. If you do not make a change to your tire selection before pitting, you will be given a new set of the same tire type that you are already using. As an example, say you are approaching the end of a race and you either do not have enough fuel to complete the race or you are losing more and more time because of a worn set of Hard tires. You then press your pit button and cycle through to SOFT tires on the information panel. These will provide you with extra grip for the few remaining laps. Your pit crew are now ready to make the required change, but remember to stop the re-fuelling at the appropriate time, do not over fill the fuel tank or you will lose the advantage of running with SOFT tires.
At the bottom of the screen a timer is displayed showing the actual time and the amount of fuel that is being tanked. Re-fuelling starts once you have engaged neutral in a stationary position, and will continue until the tank is full. If you do not wish to have a full tank you can stop the re-fuelling process by pressing your pit button (see QUICK START INSTRUCTIONS). This means that you can control the weight of your car, optimizing your top speed and cornering ability. Once all the necessary work has been completed you can finish your pitstop by pressing the gear up button/key. Make sure that you do not engage gear until enough fuel is in your tank to reach your next pitstop/ end of the race.
When qualifying, it is a good idea to run the car as light on fuel as possible putting in only enough to cover a few laps. Typically, over a full race you will aim to use at least one or perhaps two pitstops, depending on the circuit you are racing and your particular driving style. Drivers who have a low grid position generally run light on fuel to gain a speed advantage, while drivers on the front row of the grid generally run heavy so as to limit their need to re-fuel.



MAIN MENU OPTIONS

GAME SETUP

Here you can choose the Game Type, Track, Number of Players, and the Race Length.
Game Types are: TRAINER, RACE WEEKEND, CHAMPIONSHIP.

Tracks are a selection of fifteen detailed racing circuits from around the word:

AUSTRIA - AUSTRALIA - ARGENTINA - BELGIUM - CANADA - CHINA - ENGLAND - GERMANY - HUNGARY - ITALY - JAPAN - MONACO - PORTUGAL - SAN MARINO - SPAIN.

To exit a season, click on the button marked ABANDON CHAMPIONSHIP. This will enable you to race weekends or re-start another CHAMPIONSHIP.

A player can select the number of laps to race in any event, ranging from a short race of 3 laps to a full 250Km race. (This setting is also available in the REALISM menu.)
At the bottom of this screen information is shown about the current track including its length and lap record. If you set a new lap record this figure will be subsequently updated.

REALISM SETTINGS

This screen controls the difficulty, damage and simulation realism settings. The difficulty settings govern the speed of the opposition and the realism and damage settings in the game. The user may customize these settings by changing the other options on this screen such as the number of opponents. All these settings will return to the default when a new difficulty level is chosen.
First time players should use ROOKIE with most simulation features disabled, with better players progressing through to ACE where all simulation features are locked to the ON position.
The player can adjust the number of opponent drivers from 4 to 24. If you have a slow machine, or are a beginner then choose a lower number.
As in the GAME SET UP menu, the number of laps to race can be adjusted here, ranging from 3 to full distance of 250Km.
The rest of the check boxes control the damage, realism and simulation environment and can be turned on or off (except in ACE mode):-

Engine Overheat - progressive driving off road or excessive over revving will cause your engine to overheat forcing you out of contention and maybe out of the race. The player will be aware of the problem by the engine mis-firing and not providing full power. If the damage is not too excessive then your engine will cool down either by short shifting the gears (change up gear early) or in extreme cases stopping altogether.

Fuel Consumption - this enables fuel depletion whilst racing. With this option turned off you will not need to stop for re-fuelling. This must be turned on before you can access the fuel bar in the workshop.

The host has control of all the game settings as normal. Each player can set their cars up as normal but must remember to select the correct track setup to match the circuit to be raced, as selected by the host.

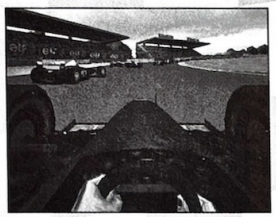
Each player can identify themselves by entering their names in the EDIT NAMES screen.

When everyone is ready, the host clicks on START RACE or START QUALIFYING (if everyone is not ready at this point your machine will wait). You can now race against a mixture of human and computer drivers.

To leave the network click on LEAVE GAME in the NETWORK MENU.

To have a Championship race the host must select CHAMPIONSHIP mode in the GAME SETUP menu.

MAIN SCREEN DISPLAY

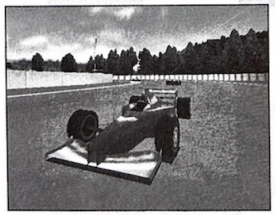


The main screen display is an in-cockpit view of the track ahead. For in car views, the following information is displayed on the car instrument panel:

-BEST LAP TIME	SECONDS
-GEAR	DIGIT
-LAP NUMBER	CURRENT/TOTAL
-LAP TIME	DIGITS
-POSITION	POSITION/NUMBER OF CARS
-REVS	ANALOGUE
-SPEED	DIGITS

The car numbers are displayed in blue ovals, the actual position of the car is displayed in a yellow box. The 2 wing mirrors show accurate details of the track and/or the cars behind. For an external view all information is displayed at the top of the screen. During the qualifying session the position displayed in the players current grid position is the actual position achieved given his best lap time versus the other drivers best lap times. During the actual race, the lap number displayed is the position the driver is in at that moment. The lap number display shows the number of qualifying laps remaining and the drivers current lap. During the duration of the race, every time the player crosses the start/finish line he is updated with the time difference between himself and the car in front. This also occurs at intermediate places around the track. At the bottom of the screen the time difference is updated and displayed when the car behind the player crosses the start/finish line. Negative times means the car is in front, positive times means the car is behind.

If you have any problems please look at FAQ.TXT on cd.



CONTROLS

KEY	ACTION
SPACE	Pause
F1	On screen help on/off
F2	Turn on/off racing line
F3	Steering assistance on/off
F4	Brake assistance on/off
F5	Toggle automatic or Manual Gearbox
F8	Panel on/off
F9	Detail down
F10	Detail up
F11	Change car -
F12	Change car +
Number Pad DEL/.	Disable auto camera change in replay
Number Pad 0/Ins	Cycle through camera views
Number Pad 2/Down Arrow	Cycle through driving views
Plus Key on Number Pad (+)	Increase Steering Linearity
Minus Key on Number Pad (-)	Decrease Steering Linearity

Note:
In Split Screen mode (Two Player) Player 1 must hold down the left shift key and Player 2 the right when using the above.

PAUSE MODE KEYS	ACTION
ESC	Quit
W	Workshop
R	Replay
SPACE	Resume

DEFAULT CONTROLS

ACTION	JOYSTICK	KEYBOARD	MOUSE
Throttle	Joystick Forward	A	Left Button
Brake	Joystick Back	Z	Right Button
Steer	Joystick Left/Right	<>	Move Left/Right
Change Up a Gear	Fire Button 1	P	P
Change Down a Gear	Fire Button 2	L	L
Pitstop	Fire Button 4	CTRL	CTRL
Reverse View	Fire Button 3	M	M

Hatswitch

If your joystick has a hatswitch, make sure it is setup in the windows control panel. You can then use the hatswitch to look around the car.

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